BATTLE VALLEY
by Simon Weilard
Spectrum and Amstrad version by John Wildsmith

The peace summit was successful. An arms treaty has been signed. All medium range missiles have been destroyed – except for two which have been captured by a group of Terrorists who plan to destroy the Western World unless their fellow terrorists are released from a penitentiary in the United States.

Your task, as a mercenary employed by the United States Government, is to capture the terrorist bases in their desert outposts – Battle Valley – and eliminate the two missiles.

AIM OF THE GAME

The player starts off at his central H.Q. and his aim is to progress from there to capture all terrorist bases, three located in either direction. Then the two missiles have to be destroyed in their silos, found beyond the two farthest bases. This must all be completed before the countdown reaches zero, otherwise the missiles will be launched and the world destroyed.

In between the bases lie many different weapons, which steadily increase in speed and complexity as more ground is covered. Most of the weapons can be eliminated by using the helicopter. The remainder must be destroyed using the tank. Note that the terrorist bases and the missile silos themselves can only be destroyed by the tank.

The helicopter has a winch which is used to collect pontoons for mending broken bridges or to collect extra ammunition from rooftops. The tank collects ammunition when it is halted on the grid at an ammo dump.

LOADING

Amstrad Cassette

Amstrad CPC 464, Amstrad CPC 664 or Amstrad CPC 6128 with cassette player and suitable leads.

Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and enter/tape and press the ENTER key. Place the cassette in the player, rewind if necessary and press the CTRL and ENTER keys. Press the Play key on the cassette player and then any key on the computer keyboard. The game takes a few minutes to load.

CONTROLS

On title screen:
1 = define keys (joystick is auto selected)
2 = toggles music on/off

When on a base:

Joystick	Keys	Action
left/right	O/P	select tank
up	Q	select helicopter
	Delete	transfer to farthest captured base on far side of H.Q.

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Using a tank or helicopter:

Joystick	Keys	Action
left/right	O/P	move left/right
up/down	Q/A	move up/down (helicopter) gun barrel up/down (tank)
fire	Space	fire rockets or shells

Using helicopter winch:

Halt helicopter then hold down fire button (or Space key) and move joystick up/down (or use Q/A) to raise winch up/down.

SCORING

Anti aircraft cannon	1250	Anti aircraft gun	750
Land based missile	300	Defensive cannon	1250
Missile launch pad	2000	Fuel tanker	300
Missile carrier	1000	Rapid fire launcher	750
Missile launcher	2020	Ammunition truck	300
Storage silo	300	Fuel tank	400
Early warning station	2000	Military outpost	1750
Rocket launcher	800	Transmission mast	1000

CREDITS

Original game design by Simon Wellard

Spectrum and Amstrad version by John Wildsmith

Graphics by Chris Wood

Music and sound effects by Dave Rogers

Produced by Paul Chamberlain

BATTLE VALLEY

von Simon Wellard

Spectrum- und Amstrad-Versionen von John Wildsmith

LADEANLEITUNG

Amstrad, Kassette

Amstrad CPC 464, Amstrad CPC 664 oder Amstrad CPC 6128 mit Kassettenrekorder und entsprechenden Anschlußkabeln.

Amstrad CPC 664 und Amstrad CPC 6128 Besitzer sollten einen Kassettenrekorder an den Computer anschließen, TAPE eingeben und die ENTER-Taste drücken. Die Kassette in den Rekorder einlegen, wenn nötig am Anfang zurückspulen und dann die CTRL- und ENTER-Tasten drücken. Die PLAY-Taste des Kassettenrekorders betätigen und dann auf irgendeine Computertaste drücken. Das Laden des Spiels dauert ein paar Minuten.

Auf dem Titelbildschirm:
1 = Tastenbelegung (Joystick wird automatisch gewählt)
2 = Musik ein/ausschalten

Auf einem Stützpunkt:

Joystick	Tasten	Wirkung
links/rechts	O/P	Tank wählen
hoch	Q	Helikopter wählen
	Löschtaste	Transfer auf die am weitesten entfernte Basis

Steuerung eines Tanks/Helikopters

Joystick	Tasten	Wirkung
links/rechts	O/P	links/rechts steuern
hoch/ab	Q/A	Steigen/Sinken (Heli)
		Geschütz hoch/ab (Tank)
Feuer	Leertaste	Raketen oder Geschoße feuern

Verwendung der Helikopter-Winde:
Helikopter zum Stillstand bringen, dann Feuertaste (Leertaste) gedrückt halten und Joystick hoch/runter bewegen (bzw. Q/A benutzen), um die Winde runterzulassen oder hochzuziehen.

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BATTLE VALLEY (LA VALLEE DE LA BATAILLE)
de Simon Wild
Versions Spectrum et Amstrad de John Wildsmith

LE CHARGEMENT
Amstrad Cassette
Amstrad CPC 464, Amstrad CPC 664 ou Amstrad CPC 6128 avec enregistreur à cassette et fils appropriés.
Les utilisateurs d'Amstrad CPC 664 et CPC 6128 devraient relier un enregistreur à cassettes à l'ordinateur, taper 1 tape et appuyer sur la touche ENTER. Placez la cassette dans l'enregistreur, réembobinez si nécessaire et appuyez sur les touches CTRL et ENTER. Appuyez sur la touche PLAY sur l'enregistreur à cassettes puis sur une touche quelconque sur le clavier de l'ordinateur. Le jeu se charge au bout de quelques minutes.

LES COMMANDES
Sur écran de titres:
1 = définissez les touches (le manche à balai est sélectionné automatiquement)
2 = permute entre musique en/hors fonction.

Quand vous êtes sur une base:

Manche à balai	Touches	Action
gauche/droite	O/P	Sélectionnez le tank
	Q	Sélectionnez l'hélicoptère
haut	Delete	Allez à la base capturée la plus éloignée à l'extrémité du Q.G.

Pour utiliser un tank ou un hélicoptère:

Manche à balai	Touches	Action
gauche/droite	O/P	Bougez à gauche/droite
haut/bas	Q/A	Bougez en haut/bas (hélicoptère) canon de fusil haut/bas (tank)
feu	Espacement	Tirez des roquettes ou des obus.

Pour utiliser le treuil d'hélicoptère:
Arrêtez l'hélicoptère puis tenez le bouton feu enfoncé (ou la touche d'espacement) et bougez le manche à balai en haut/bas (ou utilisez Q/A) pour monter ou descendre le treuil.

LA VALLE DELLA GUERRA
di Simon Wellard
Versione Spectrum e Amstrad di John Wildsmith

CARICAMENTO

Amstrad Cassetta

Amstrad CPC 464, Amstrad CPC 664 o Amstrad CPC 6128 con registratore e cavi appositi.

Gli utenti di Amstrad CPC 664 e di Amstrad CPC 6128 devono collegare un registratore al computer, battere TAPE e premere il tasto ENTER. Mettere la cassetta nel registratore, riportare all'inizio se necessario, e premere CTRL e ENTER. Premere PLAY sul registratore e poi battere qualsiasi tasto sulla tastiera. Il gioco impiega qualche minuto per caricarsi.

CONTROLLI

Sulla videata titolo:
1 = definisce i tasti (joystick viene automaticamente selezionato)
2 = accende e spegne la musica

Quando si è su una base:

Joystick	Tasti	Azione
sinistra/destra	O/P	seleziona carro
su	Q	seleziona elicottero
	SHIFT	trasferisce alla base catturata più lontana dal QG

Uso del carro o elicottero:

Joystick	Tasti	Azione
sinistra/destra	O/P	va a sinistra/destra
su/giu	Q/A	su/giù (elicottero) su/giù (cannone carro)
fuoco	Barra	spara razzi o proiettili

Uso Verricella Elicottero:
Fermare l'elicottero, quindi tenere premuto il bottone di fuoco (o la Barra) e muovere il joustick su/giù (oppure Q/A) per alzare o calare.

RACK

H E W S O N